

FIG. 1B

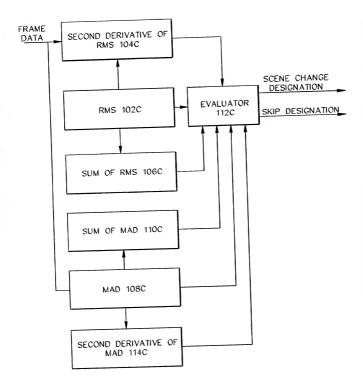


FIG. 1C

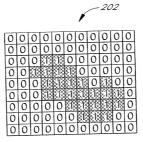


FIG. 2A (PRIOR ART)

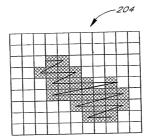
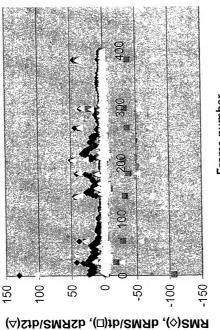


FIG. 2B (PRIOR ART)



Frame number FIG. 3

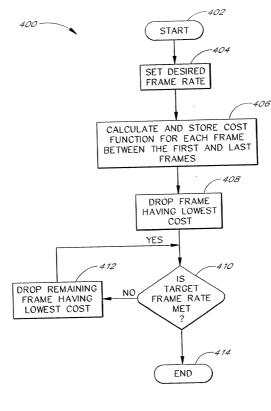
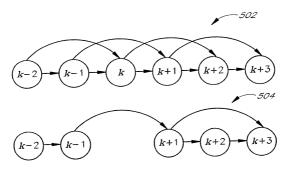


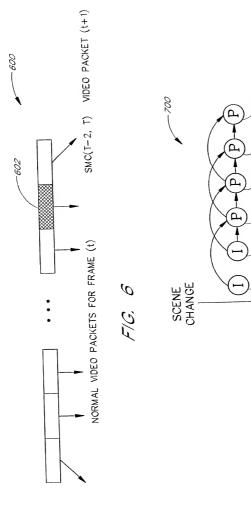
FIG. 4A

 $egin{bmatrix} F_1 \ \hline F_2 \ \hline \end{bmatrix} egin{bmatrix} F_3 \ \hline \end{bmatrix} egin{bmatrix} F_4 \ \hline \end{bmatrix} egin{bmatrix} F_5 \ \hline \end{bmatrix} egin{bmatrix} F_6 \ \hline \end{bmatrix} egin{bmatrix} F_7 \ \hline \end{bmatrix} egin{bmatrix} F_8 \ \hline \end{bmatrix} egin{bmatrix} F_9 \ \hline \end{bmatrix} egin{bmatrix} F_{to} \ \hline \end{bmatrix}$

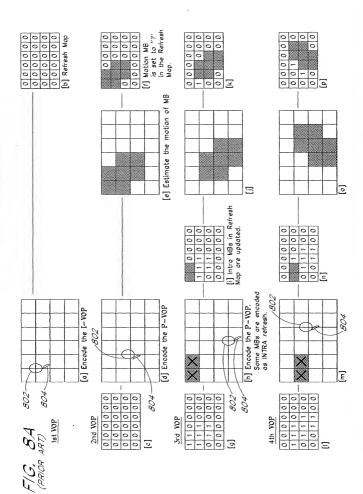
F/G. 4B

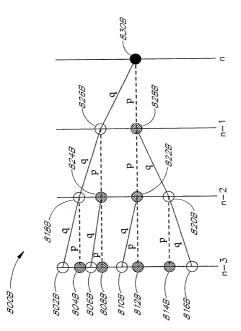


F/G. 5

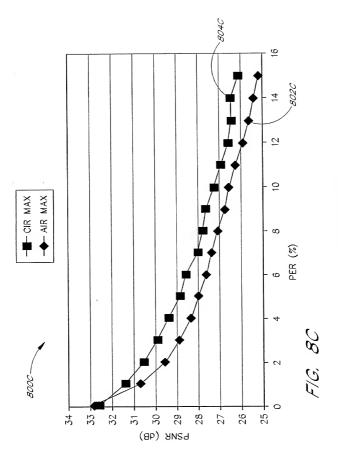


F/G. 7





F/G. 8B



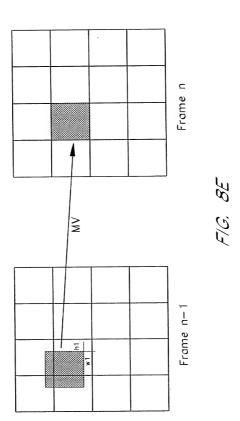
\bigcirc	\mathbf{X}	\bigcirc	X	\bigcirc										
												♦		
												Ò		
												•		
												0		
												•		
												0		
												•		
												♦		
												Ŏ		
												♦		
												Ò		
												\		
\bigcirc	X	\bigcirc	X	0	X	0	X	0	X	0	X	\circ	X	0

= INTEGER PIXEL LOCATIONS

X = HORIZONTAL HALF-PIXEL MOTION

= HALF PIXEL MOTION IN BOTH HORIZONTAL AND VERTICAL DIRECTION

FIG. 8D



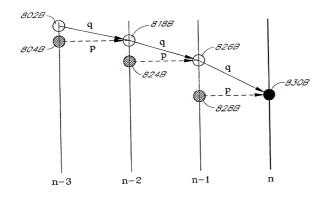
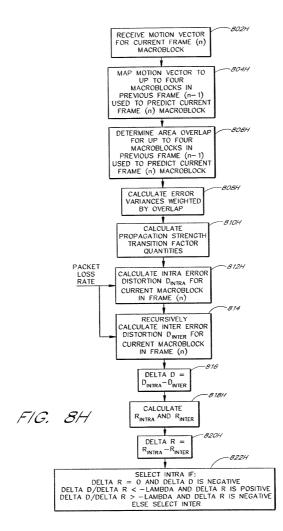
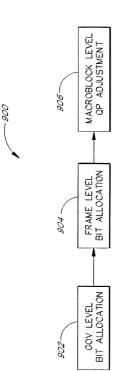
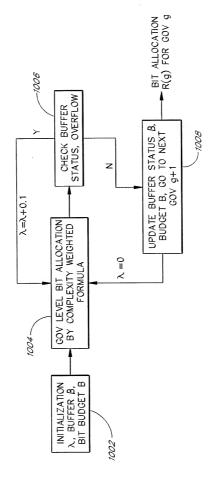


FIG. 8F





F/G. 9



F/G. 10

